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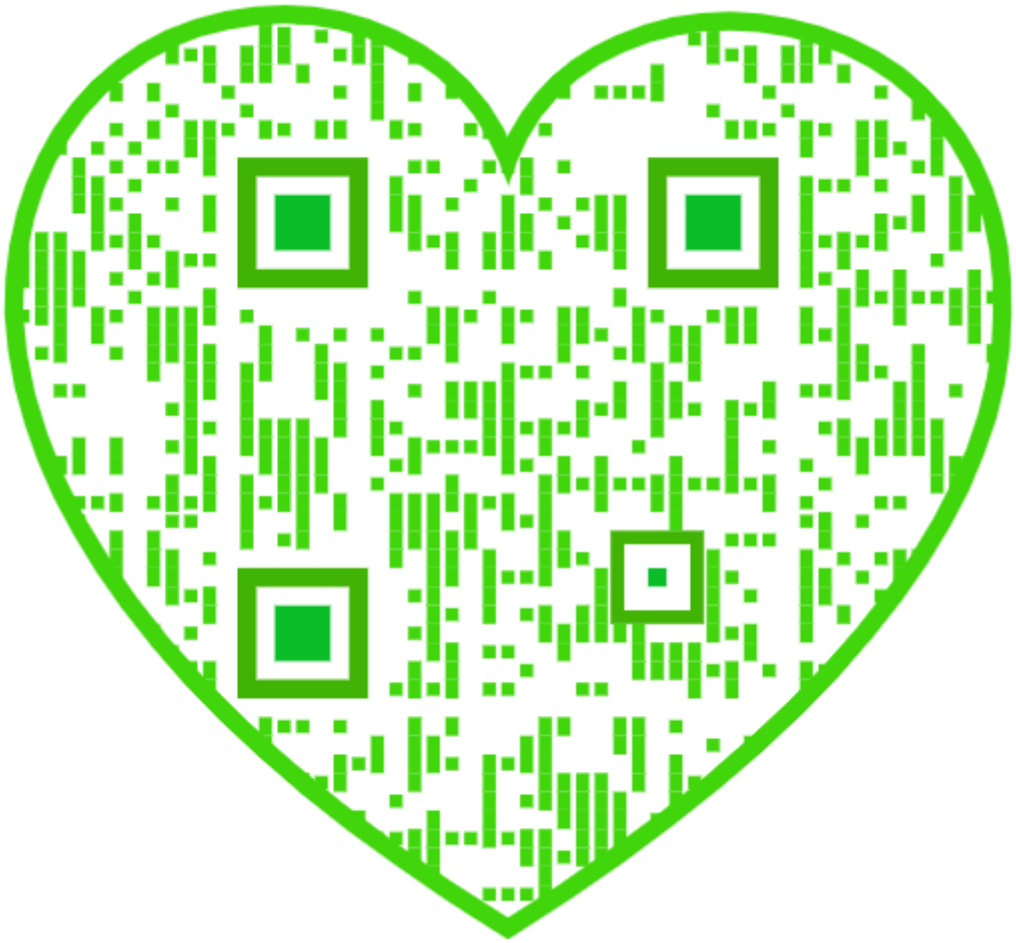

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DICK'S

HAND-BOOK

OF

WHIST.

NEW YORK:

DICK & FITZGERALD, PUBLISHERS.

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Wm. Barbour Dick

DICK'S

HAND-BOOK

OF

WHIST.

CONTAINING POLE'S AND CLAY'S RULES FOR PLAYING THE MODERN SCIENTIFIC GAME, THE CLUB RULES OF WHIST; AND TWO INTERESTING DOUBLE DUMMY PROBLEMS.

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CITY OF WASHINGTON

NEW YORK:

DICK & FITZGERALD, PUBLISHERS.

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DICK'S
HAND-BOOK
OF
WHIST.

LONG WHIST is played by four persons, with a pack of fifty-two cards. The order and value of the cards is as follows: Ace is highest in play and lowest in cutting. Then follow King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest. The four players divide themselves into two parties, each player sitting opposite his partner. The division is usually determined by *cutting the cards*, the two highest and the two lowest being partners; or the partnership may be settled by each player drawing a card from the pack spread out on the table. The holder of the lowest card is the dealer.

DEALING.

The dealer delivers to each player in rotation, beginning with the player to his left, one card at a time until the whole pack is dealt out; thus giving to each player thirteen cards. The last card (the trump card) is turned face upwards on the table, where it remains until it is the turn of dealer to play to the first trick, the dealer should then (before playing) take the trump card into his hand.

PLAYING THE HAND.

When the deal has been completed, and the players have arranged their cards, the eldest hand leads any card he pleases, each player plays a card to the lead, and the highest card of the suit led wins the trick. Trumps win all other suits. Each player must follow suit if he can, but if not able to follow suit. he may play any card he chooses. The win-

ner of the trick plays to the next, and so on, until the thirteen tricks are played. A second deal then occurs, and so the game proceeds.

SCORING.

The game consists of ten points. Each trick, above six, counts one point.

The Ace, King, Queen and Knave of trumps are Honors, and are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

Honors must be claimed before the trump card of the following hand is turned up, or they cannot be scored. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

When either side is at eight points, that side has the privilege of calling and scoring honors before the hand is played; but the honors must be called and shown before the player (who calls) leads or plays, or they cannot be claimed until the play of the hand is completed. A player who holds two honors (at the score of eight) *when it is his turn to play* (but before playing), asks his partner, "Can you one?" or, "Have you an honor?" If his partner holds the requisite court card, the honors are then shown, the points scored, and the game ended. The holder of a single honor must not inquire of his partner if he has two.

If any one calls after having played, or reminds his partner of calling, after the deal is completed, the adversaries may claim a fresh deal.

If any one calls without having two honors, or without being at the score of eight, or shall answer the call without having an honor, the adversaries may consult as to a fresh deal, reclaiming their hands if thrown down.

If a player whose side is at the score of eight, holds three or four honors in his own hand, he may show and score them, when it is his turn to play, and thus end the game.

At nine points honors do not count.

The penalty for a revoke takes precedence of all other scores, tricks score next, and honors last. At the score of eight, however, honors count before tricks, provided they are properly called and shown, but not otherwise.

The game is usually marked on the table by coins or counters. Many pretty little contrivances have been invented as Whist-markers; but if

coins be used, the following is the simplest way of arranging them in order to denote the *score:*

1	2	3	4	5	6	7	8	9
								O
				O	O	OO	OOO	O
O	OO	OOO	OOOO	OO	OOO	O	O	O

It will be seen that the unit when *above* stands for *three,* when *below* for *five.*

SHORT WHIST.

The works on Whist by "Cavendish," Clay, Pole, Drayson, and other accepted modern writers, all treat of Short Whist. This is the game now universally played in England at the clubs and in fashionable circles; and no writer of any importance has written about the old ten-point game since the time of Matthews. It is scarcely necessary to expend much time in describing Short Whist, its principles being almost identical with those of the older game.

Short Whist is not much played in the United States. Seven-point Whist is the popular game here, that is, seven points up without scoring honors. This is sometimes improperly called Short Whist.

The game of Short Whist is five points with honors, and is often decided in one hand. The other points of difference between that and the old game are as follows:

I. There is no calling out for honors.

II. *Single, double* and *treble* games are scored. (*See* Laws 1 to 12.)

III. A *rubber* is the best two out of three games; and the winners of the rubber gain two points (called rubber points) in addition to the value of their games.

It will be seen upon examination of Law 8 that one side might gain two *single* games of one point each, which would be more than offset if their adversaries were to win a *treble,* or game of three points. The rubber points are intended to remedy this inequality.

The laws which we herewith give are from the English Club code, and are in accordance with the usages of Short Whist. The references in brackets and explanatory foot-notes are by "Cavendish."

THE LAWS OF WHIST.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honors, *i. e.*, Ace, King, Queen and Knave of trumps are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke (*See* Law 72), takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of the rubber,[1] be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

13. The Ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

[1] *e. g.* If a single is scored by mistake for a double or treble, or *vice versâ*.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card, has a prior right to any aftercomer to enter the table.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value,[1] unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.[2]

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.[3]

CUTTING OUT.

20. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention

[1] In cutting for partners.

[2] *Example.* A Three, two Sixes, and a Knave are cut. The two Sixes cut again and the lowest plays with the Three. Suppose at the second cut, the two Sixes cut a King and a Queen, the Queen plays with the Three.

If, at the second cut, a lower card than the Three is cut, the Three still retains its privileges as original low, and has the deal and choice of cards and seats.

[3] *Example.* Three Aces and a Two are cut. The three Aces are cut again. The Two is the original high, and plays with the highest of the next cut.

Suppose, at the second cut, two more Twos and a King are drawn. The King plays with the original two, and the other pair of Twos cut again for deal.

Suppose instead, the second cut to consist of an Ace and two Knaves. The two Knaves cut again, and the highest plays with the Two.

prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right[1] of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.[2]

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut (*see* Law 34), or when a new deal (*see* Law 37) has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player after shuffling must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

34. The player on the dealer's right cuts the pack, and in dividing it must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,[3] or if

[1] *i. e.* His prior right.

[2] And last in the room (*vide* Law 16).

[3] After the two packets have been re-united, Law 38 comes into operation.

there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal[1]—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.[2]

44. It is a misdeal[3]—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.* the trump) card, face downwards, on his own or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

[1] *i. e.* The same dealer must deal again. *Vide* also Laws 47 and 50.

[2] Except as provided in Laws 45 and 50.

[3] *See* also Law 36.

IV. Should a player have fourteen[1] cards, and either of the other three less than thirteen.[2]

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,[3] the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand;[4] he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber: that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

[1] Or more.

[2] The pack being perfect. *See* Law 47.

[3] *i.e.* Until after he has played to the first trick.

[4] *Vide* also Law 70, and Law 44, paragraph iv.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called;[1] his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;[2] a player naming it at any time during the play of that hand, is liable to have his highest or lowest trump called.[3]

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left[4] on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed[5] cards:—

I. Two or more cards played at once.[6]

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,[7] or lead one which is a winning card as against his adversaries, and then lead again,[8] or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to

[1] It is not usual to call the trump card if left on the table.

[2] Any one may inquire what the trump suit is, at any time.

[3] In the manner described in Law 55.

[4] Face upwards.

[5] Detached cards, (*i. e.*, cards taken out of the hand, but not dropped) are not liable to be called unless named; *vide* Law 60. It is important to distinguish between exposed and detached cards.

[6] If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play, and afterwards to call the others.

[7] And then lead without waiting for his partner to play.

[8] Without waiting for his partner to play.

win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost, or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties: They cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.[1]

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led; or may call a suit from him or his partner when it is next the turn of either of them[2] to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them[3] has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

[1] *i. e.* The first time that side obtains the lead.

[2] *i. e.* The penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

[3] *i. e.* Whichever of them next first has the lead.

65. The call of a card may be repeated[1] until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. (*See* also Law 46.) If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit. (*See* also Law 61.)

72. The penalty for a revoke:

I. Is at the option of the adversaries, who at the end of the hand may either take three tricks from the revoking player,[2] or deduct three points from his score, or add three to their own score.

II. Can be claimed for as many revokes as occur during the hand.

III. Is applicable only to the score of the game in which it occurs.

IV. Cannot be divided, *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score, *e. g.*—The claimants two—their opponents nothing—the former add three to their score—and thereby

[1] At every trick.

[2] And add them to their own.

win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player, or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks. (*See* Law 77.)

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick, in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult; but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.[1]

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

[1] In the manner prescribed in Law 72.

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right;[1] and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke; partners have then a right to consult.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose[2] the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked, must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

[1] To demand any penalty.

[2] *i.e.* Refrain from winning.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult, in some cases impossible, to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them:

Two packs of cards are invariably used at Clubs: if possible, this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.[1]

A player who desires the cards to be placed, or who demands to see the last trick,[2] should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versâ*, etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

TECHNICAL TERMS USED IN THE MODERN SCIENTIFIC GAME.

Command.—You are said to have the command of a suit when you hold the best cards in it. If you have sufficient of them to be able to draw all those in the other hands (as would probably be the case if you had Ace, King, Queen, and two others), the command is *complete;* if not, it may be only *partial* or temporary. *Commanding cards* are the cards which give you the command.

[1] The question, "Who dealt?" is irregular, and if asked should not be answered.

[2] Or who asks what the trump suit is.

Doubtful Card.—A card of a suit of which your partner *may* have the best.

Establish.—A suit is said to be established when you hold the complete command of it. This may sometimes happen to be the case originally, but it is more common to obtain it in the course of the play by "clearing" away the cards that obstructed you, so as to remain with the best in your hand. It is highly desirable to *establish* your long suit as soon as you can, for which purpose not only your adversaries' hands, but also your partner's, must be cleared from the obstructing cards.

Finessing is an attempt, by the third player, to make a lower card answer the purpose of a higher (which it is usually his duty to play) under the hope that an intermediate card may not lie to his left hand. Thus, having Ace and Queen of your partner's lead, you *finesse* the Queen, hoping the fourth player may not hold the King. Or, if your partner leads a Knave, and you hold the King, you may *finesse* or *pass* the Knave, i. e., play a small card to it, under the hope that it may force the Ace.

Forcing means obliging your partner or your adversary to trump a trick, by leading a suit of which they have none.

Leading Through or *Up To.*—If you play first you are said to lead *through* your left-hand adversary, and *up to* your right-hand adversary.

Master Card, or *Best Card.*—This means the highest card of the suit in at the time. Thus, if the Ace and King were out, the master card would be the Queen.

Renounce.—When a player has none of the suit led he is said to renounce that suit.

Revoke.—If he fails to follow suit when he *has* any of the suit, he *revokes* and incurs a serious penalty.

Seesaw, or *saw,* is when each of two partners ruffs a different suit, so that they may lead alternately into each other's hands.

Signal for Trumps.—Throwing away, unnecessarily and contrary to ordinary play, a high card before a low one, is called the signal for trumps, or asking for trumps; being a command to your partner to lead trumps the first opportunity—a command which, in the modern scientific game, he is bound to obey, whatever his own hand may be.

Singleton.—Having one card only in a suit.

Strengthening Play.—This is getting rid of high cards in any suit, the effect of which is to give an improved value to the lower cards of that suit still remaining in, and so to strengthen the hand that holds them. Strengthening play is best for the hand that is *longest* in the suit.

Strong Suit.—"Cavendish" says: "A suit may be strong in two dis-

tinct ways. 1. It may contain more than its proportion of *high* cards. For example, it may contain two or more honors, one honor in each suit being the average for each hand. 2. It may consist of more than the average *number* of cards, in which case it is *numerically* strong. Thus a suit of four cards has *numerical* strength; a suit of five cards great numerical strength. On the other hand a suit of three cards is numerically weak.

"Suppose, for example, you have five cards headed by, say, a Ten in one suit, and Ace, King, and one other, say the Two, in another suit. If you lead from the Ace, King, Two suit, all your power is exhausted as soon as you have parted with the Ace and King, and you have given the holder of numerical strength a capital chance of establishing the suit. It is true that this fortunate person *may* be your partner; but it is twice as likely that he is your adversary, since you have two adversaries and only one partner. On the other hand, if you lead from the five suit, though your chance of establishing it is slight, you at all events avoid assisting your adversary to establish his; the Ace and King of your three suit, still remaining in your hand, enable you to prevent the establishment of that suit, and may procure you the lead at an advanced period of the hand."

The best suit of all to lead from is, of course, one which combines both elements of strength.

Tenace.—The best and third best card left in any suit, as Ace and Queen, which is the major tenace. If both these cards have already been played, the King and Knave then become the tenace in the suit, and so on.

Underplay.—This usually signifies keeping back best cards, and playing subordinate ones instead. This is sometimes advantageous in trumps, or in plain suits when strong in trumps, or when trumps are out; but it requires care and judgment to avoid evil consequences from deceiving your partner, and from having your best cards subsequently trumped.

DRAYSON ON TRUMPS.

Authorities in Whist, such as "Cavendish," Clay and Pole, all agree in the maxim that it is not good policy, when weak in trumps yourself, to force your partner. In a very recent work on this subject, by Col. A. W. Drayson, R. A., this idea is denounced as incorrect, and very plausible reasons adduced in support of his theory. The three following articles on "Trumps; their Use and Abuse," "Asking for Trumps," and "The Echo," are extracted from Col. Drayson's work.

TRUMPS, THEIR USE AND ABUSE.

It has been stated that the first use of trumps is *to extract your adversaries' trumps in order that you may bring in your own or your partner's long suit.* This application of trumps must be good for one side only, viz., that side which possesses long suits. This side wishes to extract the trumps. Then it follows that the other two partners cannot wish trumps to be drawn. If trumps are not drawn, the long suits will be ruffed. So whilst that side holding the long suits wishes trumps to be drawn, the other side do not and cannot wish it; for it is impossible in a battle that what is advantageous for one side is also advantageous for the other.

If, then, you are not strong enough to extract trumps and establish your own strong suit, it follows as almost certain that the adversaries are strong enough to extract your trumps and establish their strong suit; consequently the best use you can put your trumps to is to win tricks with them by ruffing the adversaries' winning cards if you are given a chance of doing so. This fact being established, I now come to a principle which has been laid down by former writers on Whist, but which seems to have been practically misapplied by many orthodox players. I refer to the heading, *"Do not force your partner, if you are weak in trumps."*

Following this direction, many players will never force their partner if they are weak in trumps, and thus many a trick and many a rubber is lost. If I were to enumerate the number of rubbers I have seen lost by one player weak in trumps refusing to force his partner, I should count them by thousands. I have therefore often remarked to such partners, when they have urged that they could not force me, as they were weak in trumps, "Say, you would not allow me to make a trick in trumps, because you were weak in them."

Under the heading quoted above, former writers have carefully pointed out when you may force your partner, although you are yourself weak; viz., when he has shown a desire to be forced, or weakness in trumps; when you have a cross ruff; when strength in trumps has been declared against you, and when one trick will win or save the game. To refuse to force your partner *merely* because you are yourself weak, I consider a most dangerous game. You, in the first place, refuse to allow your partner to win a trick by trumping. That is, you throw away a trick for some object, and what is this object? If it be merely to inform your partner and adversaries that you are weak, the information is dearly purchased. If it be because you fear to reduce your partner's strength in trumps, you

must have assumed that he is very strong in trumps; strong enough, if not forced, to extract the adversaries' trumps and establish a long suit. Then comes the inquiry, what right have you to assume such strength in your partner's hand? If he has neither asked for trumps nor *has discarded a card which may be the commencement of an ask for trumps*, you, by refusing to give him the option of a ruff, practically say, "I will not give you the chance of making a small trump, because I am weak in them." Immediately the adversaries gain the lead, they extract all your and your partner's trumps, and make the card or cards which your partner might otherwise have ruffed. Do not run away with the idea that to refuse to force your partner because you are weak in trumps is a safe game. It is a dangerous game, because you are refusing to make a certain trick on the speculation that you may probably win more by so doing; if your speculation is incorrect, you lose by your reticence.

If you have any doubt about this question, deal out the cards for a few hands of double dumby, and note in how many instances you would lose a game which you might have saved had you forced your partner.

As a simple example of such a hand, take the following. You hold: Knave, Five and Three of Spades (trumps); Ace, Queen, Knave, Five and Two of Hearts; Ace and Two of Clubs; King, Four and Three of Diamonds. Score, love all.

It is your lead, and you commence with the Ace of Hearts, to which your partner plays the Two. You follow with the Knave, on which second player plays King, your partner drops Ten, and third player a small Heart. Your partner, therefore, has not asked for trumps, and he probably holds no more Hearts. Left-hand adversary leads a small Club, partner plays another small Club, third hand plays Knave, you win with Ace, and return Ten of Clubs, which your partner wins with King.

Your partner will now fairly conclude that you have no more Clubs, but he is weak in trumps, holding three only, the highest the Ten; so he leads a Diamond, as he considers he is bound not to force you, *because* he is weak in trumps. Your King of Diamonds played third in hand is taken by the Ace. Adversaries then make Ace, King, Queen of trumps, Queen, Knave of Diamonds, Queen of Clubs, and thirteenth trump—nine tricks; that is, three by cards, two by honors, a treble.

Under such circumstances, your partner will probably say, "Of course I could not force you in Clubs, as I was so weak in trumps," whereas he should have seen that by your original lead you had yourself shown no strength in trumps, so to make a trick in trumps was all you

could hope to do. Also to lead from a suit of Diamonds, in which he had no court card, was rash in the extreme. Yet such is the almost certain play of the individual who is fettered by the idea that he *cannot* force his partner if weak in trumps. Had he led a Club, you would have ruffed this, you then lead him a Heart, which he ruffs, and you have made five tricks and saved the game. Each has forced the other, though weak in trumps.

I would, therefore, after carefully weighing all the arguments that have been urged by former writers, and comparing these with the results of my own experience in Whist, be disposed to reverse the directions connected with forcing, and say, *Unless your partner has shown great strength in trumps, a wish to get them drawn, or has refused to ruff a doubtful card, give him the option of making a small trump, unless you have some good reason for not doing so, other than a weak suit of trumps in your own hand.*

Many players have asked me, how they can possibly tell at the commencement of a hand, whether they should, or should not, force me when they are weak in trumps.

I have always given the following as that which should guide them: Suppose you hold Ace, King, and three other Hearts, two small trumps, and no other winning cards. You lead King of Hearts; on this I play the Four. You then lead Ace of Hearts; on this I throw the Two of Spades. My discard of the Two of Spades shows I am not asking for trumps; therefore, I do not hold five trumps, nor four trumps, and two honors; it therefore follows that there are *at least* seven trumps in the adversaries' hands, if not eight, and as I have by my discard shown no desire that trumps should be led, you would be right to force me. If to your Ace of Hearts I had discarded the Six, Seven, or Eight of Spades, you would have reason to doubt the expediency of forcing me; for either of these cards might be the commencement of an ask, and you would be right to change the suit and wait for further information before you forced me. If, however, you found that even my discard of the Six was not an ask, you should not hesitate to give me the option of ruffing. I can refuse to ruff if I choose, and at a very trifling expense—viz., discarding a worthless card—but to refuse to give me a chance of making a small trump, merely because you are yourself weak in trumps, is, I am convinced, most feeble play, based on a misconception as regards the purpose and play of a hand. To do so implies that your partner is strong enough to extract trumps, and to make his or your long suit, when there is not the slightest evidence that should induce you to come to such a conclusion.

ASKING FOR TRUMPS, AND THE ECHO.

During many years there has been a system arranged, termed "asking for trumps," "the signal," and "the blue Peter," which indicates that you are strong in trumps, and that you hold either five trumps, or four trumps and two honors, and that it is most advantageous to your hand that your partner lead you trumps at the first opportunity. This "ask" is indicated by your playing an unnecessarily high card, that is, on a trick won by Ace, third in hand, you as fourth player throw the Six, and next round play the Two, or, as second player, play the Four, and then next round, drop the Two or Three. Thus asking for trumps means playing a *totally unnecessarily* high card, when by subsequent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card, or to protect your partner. If you hold Knave, Ten and Two of a suit, as second player, you play your Ten, on next round you would play your Two, if this trick was won by a card higher than your Knave. Your partner must not assume, from the fall of the Two, that you have asked for trumps; you have simply played the proper card. If you wished to ask for trumps, with this hand you should play your Knave on the first card led. But your partner cannot tell until the third round of the suit, whether you have, or have not asked for trumps under the above conditions. Thus the play of the second hand must be watched carefully to note whether the card played is, or is not, a protecting card, and not an "ask." With fourth player there is less chance of mistake, for if the trick be already won, and he throws a Five or any other higher card, and next round plays the Two or Three, it must be an ask. If the card led by the original leader be a high card, such as King or Ace, then the play of second player is not liable to be misunderstood. No player can ask for trumps by his lead.

Third player may win with King when he holds Queen, or with Ace when he holds King, and so indicate his signal.

It may often happen that a player with a strong hand of trumps wishes them to be *led* to him for two reasons. First, that by the card his partner leads him he may ascertain or estimate his partner's strength; second, because the card turned to his right may enable him to safely finesse. Thus with Ace, Queen, Knave, and one other trump and King turned up to the right, it is advantageous that trumps should be led to this hand through the King, whereas if this hand led trumps, the King must make, unless Ace be led and the King is unguarded. Thus if one partner ask for trumps, the other partner should lead him the highest, if

he hold three, and the lowest if he hold four trumps, unless his partner hold the Ace, when he should lead Ace, then lowest of the three remaining.

Those players who note carefully the fall of every card will scarcely ever fail to see the call, whether made by their partner or adversaries. Bad players sometimes excuse themselves, when they have omitted to notice the fall of the cards, by saying they were not looking out for it. Such a remark is a confession to the effect that the fall of the cards is not noticed, except probably the fall of Aces, Kings and Queens.

To attempt to play Whist when you omit to notice the call for trumps is to play at an immense disadvantage. Nearly every moderate player now understands the call for trumps, so that if one player out of the four does not do so, he is overmatched by those who do.

There are certain conditions of a game when one player, judging from the cards in his hand, may see after a few rounds that the only way of saving the game is to obtain a trump lead from his partner. Under such circumstances he would be justified in asking for trumps, although he may not possess the strength indicated as that justifying an original call. You should therefore note the cards carefully that are played throughout the hand, for your partner may not have called early in the game, but may do so after half the cards have been played.

THE ECHO.

As a sequel to the "ask for trumps," another system of play has been for some time adopted, by which, if your partner ask for trumps, you can inform him whether you hold four, or more or less than four trumps; that is, either to "ask" in trumps when they are led, or ask in some other suit after your partner has asked. This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick. The following may serve as an example:

Your partner holds Ace, King, Queen, and Ten of trumps; you hold Nine, Five, Three, and Two. Your partner has asked for trumps, and immediately after leads the Queen. On this you play your Three. He then leads King; on this you play your Two. He then knows you hold four trumps. He then leads Ace, on which you play your Five, and Knave falls from one adversary. Your partner now holds best trump, and could draw the remaining trump if it were in the adversary's hand; but you by the echo have told him it is in your hand, so he will not draw it, and you probably make it by ruffing a losing card. Had you not echoed, your partner would draw this trump, as he would conclude it was held by the adversaries.

Those players who do not play the echo, must play at a disadvantage against those who do play it.

It may sometimes occur that when in the first lead you have decided to ask for trumps, the fall of the cards shows that a trump lead is not desirable. For example: King of Hearts is led by your right-hand adversary. You hold five trumps, with Ace; Knave, and four small Hearts, and no winning cards; you, however, commence an ask in trumps. To the King of Hearts your partner plays the Knave; original leader follows with Ace. You now know that your partner can hold only Queen of Hearts, and may hold no more; so the whole Heart suit is against you, and your partner's trumps can be well employed in winning tricks on Hearts; also the adversaries will probably lead trumps up to or through you. Instead, therefore, of completing your ask, you throw a higher card than the one you played originally, and thus conceal your original intention.

Many very good players are of opinion that the conventional ask for trumps has to a great extent interfered with the high art of Whist. They argue that formerly, when the ask was not adopted, a fine player would almost instinctively know when a trump was desirable, and would act accordingly. Now, say these objectors, the matter is made so plain by the ask that any common observer sees it. There may be some reasons for these objections; but whether or not the objections are sound, yet the system is played, and unless you also adopt it you will play to disadvantage with those who practise it.

It may be urged, however, that some players very often omit to notice the call, and therefore a certain amount of observation is necessary in order never to omit noticing the call, when either your partner or adversaries give it.

If you hold five trumps, you may echo with the lowest but two, if this card be a low one, and then play your lowest to next round; your partner, missing the intermediate card, places five in your hand.

POLE'S RULES FOR PLAYING THE MODERN SCIENTIFIC GAME.

The following theory and rules for playing the MODERN GAME are derived from "The Theory of the Modern Scientific Game of Whist." By William Pole, F. R. S.:

The basis of the theory of the modern scientific game of Whist lies in the relations existing between the players.

It is a fundamental feature of the construction of the game, that the four players are intended to act, not singly and independently, but in a

double combination, two of them being *partners* against a partnership of the other two. And it is the full recognition of this fact, carried out into all the ramifications of the play, which characterizes the scientific game, and gives it its superiority over all others.

Yet, obvious as this fact is, it is astonishing how imperfectly it is appreciated among players generally. Some ignore the partnership altogether, except in the mere division of the stakes, neither caring to help their partners or be helped by them, but playing as if each had to fight his battle alone. Others will go farther, giving *some* degree of consideration to the partner, but still always making their own hand the chief object; and among this latter class are often found players of much skill and judgment, and who pass for great adepts in the game.

The scientific theory, however, goes much farther. It carries out the community of interests to the fullest extent possible. It forbids the player to consider his own hand apart from that of his partner but commands him to treat both in strict conjunction, teaching him, in fact, to play the *two hands combined*, as *if they were one*. For this object the two players enter into a system of legalized correspondence established for the purpose, by which each becomes informed to the fullest extent possible of the contents of his partner's hand, and endeavors to play in such manner as is best for the combination. The advantage of this combined principle is almost self-evident; for suppose it carried to an extreme by each partner seeing the other's cards, no one could doubt the resulting advantage; and the modern system is as near an approach to this as the rules of the game will permit.

In order that the two hands may be managed conjointly to the best advantage, it is requisite that each partner should adopt the same *general system* of treating his hand. For it is clear that if one player prefer one system, and the other a different one, such cross purposes must render any combination impracticable. It is necessary, therefore, here to explain somewhat fully what the different systems are, on which a hand may be treated, and to show which of them is considered the preferable one for adoption.

The object, of course, is to make tricks, and tricks may be made in four different ways, viz.:

1. By the natural predominance of *master cards*, as Aces and Kings. This forms the leading idea of beginners, whose notions of trick-making do not usually extend beyond the high cards they have happened to receive. But a little more knowledge and experience soon show that this must be made subordinate to more advanced considerations.

2. Tricks may be also made by taking advantage of the *position* of

the cards, so as to evade the higher ones, and make smaller ones win: as, for example, in finessing, and in leading up to a weak suit. This method is one which, although always kept well in view by good players, is yet only of accidental occurrence, and therefore does not enter into our present discussion of the general systems of treating the hand.

3. Another mode of trick-making is by *trumping;* a system almost as fascinating to beginners as the realization of master cards; but the correction of this predilection requires much deeper study.

4. The fourth method of making tricks is by establishing and bringing in a *long suit,* every card of which will then make a trick, whatever be its value. This method, though the most scientific, is the least obvious, and therefore is the least practiced by young players.

Now, the first, third, and fourth methods of making tricks may be said to constitute different *systems,* according to either of which a player may view his hand and regulate his play. An example will make this quite clear.

Suppose the elder hand, having the first lead, receives the following cards:

Hearts (Trumps).....Queen, Nine, Six, Three.
Spades.....King, Knave, Eight, Four, Three, Two.
Diamonds.....Ace, King.
Clubs.....Queen.

He may adopt either of the three above-named views in regard to his hand, and the choice he makes will at once influence his *first lead.*

If badly taught, he will probably adopt the first system, and lead out at once his Ace and King of diamonds.

Or, if he peculiarly affect the trumping system, he will lead out the Queen of clubs, in hopes of ruffing the suit when it is led again.

But, if he is a more advanced player, he will, at any rate for his first lead, adopt the fourth method; he will lead the smallest of his long suit of spades, knowing that if he can ultimately *establish it* and *bring it in,* he must make several tricks in it.

The importance of a correct choice between the three systems consists principally in the fact alluded to above, that it directly influences the *first lead,* or what we may call (in analogy with chess) the *opening* of the game. For on the combined principle of action, *the first lead is by far the most important one in the whole hand,* inasmuch at it is the first and most prominent intimation given to your partner as to the cards you hold. He will, if he is a good player, observe with great atten-

tion the card you lead, and will at once draw inferences from it that may perhaps influence the whole of his plans. And hence, the nature of the *opening* you adopt is of the greatest consequence to your joint welfare. And it is clear that, however your play may vary in the after-part of the hand, you must, as a general principle, adopt always the *same* opening, or it will be impossible for your partner to draw any inferences from it at all.

Let us, therefore, consider how the choice between the three systems of play is determined.

We may dismiss the first, or master-card system, very briefly. It is evidently not good at once to lead out master cards of a suit of which you hold only a few; for the reason that you can probably make them whenever any one else leads it, and that they will then serve as "cards of re-entry," to procure you *additional leads* at a future period of the hand, which then become peculiarly valuable, owing to the increased information you have obtained. Hence, the master-card system, though often of great use, must not be the one by which the *opening* of the game is determined.

Between the two other systems, however, the choice is not so clear. It is by no means easy to prove which of them, if pursued systematically, would in the long run be the most advantageous *as regards the single hand;* to demonstrate this would require the study of almost infinite combinations of chances. But there is a conclusive argument in favor of the fourth or long-suit system; namely, that, treated as a form of opening, it is the only one which adapts itself favorably and conveniently to the *combination of the hands.*

The difficulties in the combined use of the trumping system would be very great. In the first place, it would not often happen that your hand contained a suit of one card only: you might have none of a suit, when you could not lead it; your minimum might be two, when the policy would be doubtful; or three, when it would be useless. Hence there would be no *uniformity* in your opening; it would be always equivocal, and would consequently give your partner no information. Then, after leading a single card you could not yourself persevere in your system, or do anything more to further it; as your next lead must be on some other ground—a complexity which would effectually prevent favorable combined action. And, thirdly, your plan would be so easily overthrown by the adversaries leading trumps, which, if they knew your system, a very moderate strength would justify them in doing, to your utter discomfiture.

The long-suit opening is free from all these objections. It is uni-

formly practicable, as every hand must contain at least one suit of four cards; you can persevere in your design every time you get the lead, whether your partner can help you or not; your indications to your partner are positive and unmistakable; and the adversaries are almost powerless to offer you any direct obstruction—their only resource being to bring forward counterplans of their own.

It is sometimes alleged against the long-suit opening, that in many cases it cannot be followed to its conclusion, from the strength of trumps being against you, or from untoward fall of the cards. But even in this case it is still the safest, as, though it may not succeed for yourself, it is the way least likely to help your adversary, and indeed it furnishes you always with the best means of obstructing him, by forcing his hand. And it must be recollected that its adoption *as an opening* does not bind you always implicitly to follow it up, or in the least prevent you from making tricks, in the after-part of the hand, by any of the other modes, if you should find it to your interest to do so. Any master-cards you possess will take care of themselves; and if you are short of a suit, and wish to trump it, you have only to wait till it is led by some one else, and you attain your object without misleading your partner.

RULES AND DIRECTIONS FOR PLAY.

THE LEAD.

Let your first or principal lead be from your best *long* suit.

[If you have two suits, each of more than three cards, you may prefer the one which is *strongest* in high cards; but always avoid, if possible, an original lead from a suit of *less than four*.]

Holding in this suit *Ace and King*, lead King first, then Ace.

[This is preferable to beginning with the Ace, as it may sometimes convey useful information. No good partner would trump your King led.

If you hold Ace, King, Queen, lead King first, then Queen, for the same reason.]

Holding *King and Queen*, lead King.

[And, if it wins, a small one, as the Ace ought to be with your partner.

Holding *King, Queen, Knave, Ten*, lead the lowest of the sequence, to induce your partner to put on the Ace, if he has it, and leave you with the command.]

Holding *Ace, Queen, Knave*, lead Ace, then Queen.

[So as to obtain the command with the Knave. If your partner holds the King, he ought to put it on the Queen (if he can trust your leading from a long suit), so as not to obstruct your establishment of the suit.]

Holding *Ace and four others* (not including King, or Queen with Knave), lead Ace, then a small one.

[To prevent the chance of your Ace being trumped second round.]

Holding *Queen, Knave, Ten;* or *Knave, Ten, Nine,* at the head of your suit, lead the highest.

[It is an old and well-known rule to "lead the highest of a sequence." But like many other rules, when the reason of it is not comprehended, it is often totally misunderstood and misapplied. The object of doing this is to prevent your partner from putting on the next highest, if he has it; but there are many cases where you ought to *desire* him to put it on, and where, consequently, the lowest ought to be played—as, for example, when you hold a quart to a King, as before directed. In a general way the rule should apply only to a *high* sequence *heading* the suit in your own hand, and not to low or subordinate sequences, to lead the highest of which would only deceive your partner without doing you any good. See an example in the note to the following rule, and also remarks on the trump lead.]

In other cases lead the *lowest* card of your suit.

[If you hold King, Knave, Ten, Nine, and a small one, lead the Nine; if King, Knave, Ten, and others, the Ten. These are exceptional combinations.]

If trumps are out before you open your suit, you should lead differently, keeping back your high cards.

[See the rules for trump leads, page 30, which apply in a great measure to this case also.]

Lead your own long suit, if you have one, before you return your partner's.

[Unless you happen to hold the master-card in your partner's suit, which you should part with as early as you can, to get it out of your partner's way, and prevent his imagining it is against him.]

In returning your partner's lead, if you held *not more* than *three cards* of the suit *originally,* always return the *highest* you have left.

[To strengthen his hand, and as a conventional signal. If you originally held four, return the lowest, unless you have the master-card, which play out at once, as before directed. Also, if you happen to have discarded one of the four, play as if you had held only three.]

It is good to lead a suit in which your *right*-hand adversary is *weak,* or your *left*-hand *strong.*

[That is, lead *up to* the *weak* suit, or *through* the *strong* one. On this principle avoid, if possible, returning your partner's suit, if you have won his lead cheaply.

Indication of strength is given by the lead—of weakness, by the play of third and fourth hand, and by the discard.]

If obliged to lead from a suit of less than four cards, the general rule is to lead the highest.

[To inform your partner. If you have any reason to know he is long in the suit, the rule admits of no exception; but if you are doubtful on this point, it may be taken with some reserve. For example, if you hold an honor and two small cards in a suit respecting which no indication has yet been given, to lead the honor might not only throw away a chance of making it, but strengthen one of your adversaries.]

Avoid leading a suit which one adversary ruffs, and the other discards to.

[Unless you are sure of forcing the *strong* trump hand.]

Towards the end of the hand it may often win you an extra trick to avoid leading from a tenace or a "guarded second," and to try and induce your left-hand adversary to lead that suit for you.

[This is one of the points in which *fine* play is best shown.]

SECOND HAND.

The general rule for the second hand is to play your lowest.

[For your partner has a good chance of winning the trick; and the strength being on your right, it is good to reserve your high cards (particularly tenaces, such as Ace and Queen) for the return of the lead, when you will become fourth player.

With one honor and one small card the best players adhere to this rule.]

The following are some of the most usual exceptions to this rule:

Holding Ace and King.....Put on King.
Holding King and Queen.....Put on Queen.
Holding Ace, Queen, Knave.....Put on Knave.
Holding Ace, Queen, Ten.....Put on Queen.

Also, if you have two high cards in sequence (as Queen and Knave, or Knave and Ten), with only one other; or if you have three high cards in sequence with any number, it is generally considered right to play the lowest of the sequence second hand.

[To help your partner in case of the third hand being weak. There is, however, some danger of this being mistaken for the signal for trumps, and your partner must be on his guard.]

The second round of a suit, it is generally right to win the trick, second hand, if you hold the best card.

[Great strength in trumps, however, which always warrants a backward game, may sometimes justify you in leaving it to your partner, particularly as you thereby keep the command of the adversary's suit.]

If an honor is led, you should generally put a higher honor upon it.

[But if you are strong in the suit, you may husband your strength and play a small one.]

Do not trump a doubtful trick second hand if strong in trumps if weak, trump fearlessly.

THIRD HAND.

The general rule for the third hand is to play the highest you have.

[In order not only to do your best to win the trick, but to strengthen your partner's long suit, by getting the high cards out of his way.

If you have a head sequence, remember to play the lowest of it.]

This rule is subject, however, to the peculiar attribute of the third hand as regards *finessing*.

[To know how to finesse properly, requires great judgment and experience, but there are a few useful rules of general application:

a. The first time round of a suit, if you hold Ace and Queen, you always play the Queen.

b. With this exception, it is wrong in principle to finesse in your partner's long suit, as he wants the high cards out of his way. If you see that he leads from weakness, or if he leads you strengthening cards in your *own* long suit, you may finesse more freely.

c. It is dangerous to finesse the *second time* round of a suit, as the chances are it will be trumped the third time.

d. If, however, you are strong in trumps, you may finesse much more freely, as your trumps may enable you to bring your high cards in.

e. With minor tenace it is generally proper to finesse the second round, as the best card must probably be to your left; and if the third best is there also, both your cards must be lost in any case.

f. It is of no use to finesse, if the previous play has shown that the intermediate card, *against* which you finesse, does not lie to your right; for in that case it must be either with your partner or your left-hand adversary, in either of which cases finessing is obviously useless.

g. The advisableness or not of finessing in certain cases late in the hand is often determined by the fall of the cards or the state of the score; *e.g.*, when you particularly want one trick to win or save the game, or if, from what you know of your partner's or opponents' cards, you see you *can* only get one, it would be wrong to finesse for the chance of gaining two.]

Be careful to watch the fall of the cards from your left-hand neighbor, in order that, if he proves weak in a suit, you may avoid wasting high cards when small ones would suffice to win the trick over him. This is very necessary, as your partner is often likely to lead up to the weak hand.

FOURTH HAND.

In this you have in most cases little to do but to win the trick as cheaply as you can.

[And recollect if you *do* win it cheaply, it may afford you a good hint for a good lead when you are in want of one.]

Cases sometimes arise, however, towards the close of the hand, where it is advisable not to win the trick.

[As, for example, when by not doing so you can force your left-hand adversary to lead up to your tenace, or guarded second.]

There are also cases in which it is advisable to win a trick already your partner's.

[As, for example, to get high obstructing cards out of his way, or to enable you to lead up to a weak hand, or otherwise to alter the position of the lead

MANAGEMENT OF TRUMPS.

If you have five or more trumps always lead them, or signal to your partner to do so.

[For the probability is that three, or at most four rounds will exhaust those of the adversaries, and you will still have one or two left to bring in your own or your partner's long suits, and to stop those of the enemy. You must not be deterred from leading them, even if all five should be small ones; for in this case probably your partner will hold honors, and even if the honors are all against you, you will probably soon bring down two together.]

A trump lead from four may be warranted by strength, either of your own hand or your partner's in other suits, but always requires judgment and care.

[But if you have a long suit to bring in, it is generally best, with four trumps, to lead the plain suit first.]

A trump lead from three or less is seldom wise, being only justifiable by great strength in *all* other suits, or by special necessity, such as stopping a cross ruff, etc.

[You must not lead trumps simply because your long suit is trumped, for, if your adversaries are strong in them, you will only be playing their game.]

The proper card to lead from your own strong suit of trumps varies a little from that of common suits.

[For the latter is influenced by the chance of being ruffed, from which the trump suit is free.

For this reason, unless you have commanding strength enough to disarm the adversaries at once, you play a more backward game, generally leading your lowest, to give the chance of the first trick to your partner.

It is also often very advantageous to reserve a high trump to give you the lead the third time round, as in case of adverse strength of trumps remaining against you, it may enable you to force it with much advantage.

If you have *Ace, King, Queen*, or any other *commanding* sequence, lead the *lowest* of them first, and then the next lowest, and so on, to inform your partner.

If you have *Ace, King, Knave* of trumps, it is good to lead the King and then stop, waiting for the return of the lead in order to finesse the Knave.]

If your partner asks for trumps, you are bound to lead them, and if he leads them you are bound to return them, the first opportunity.

[Remembering in either case, if you had not more than three, to play your *highest*, in order to strengthen his hand.

In inferring that your partner has asked for trumps, recollect that there are cases in which he may have *necessarily* played the higher card first; in the trump signal it must be played *unnecessarily*.]

Never lead *through* an honor turned up, unless you otherwise want trumps led. On the other hand, do not hesitate to lead *up to* an honor, if you are strong in them.

You may finesse in trumps much more deeply than in plain suits.

[As master-cards must ultimately make.]

Ruff freely when weak in trumps, but not when strong.

[See directions for the Second Hand.

It may often be advisable when strong in trumps even to refuse to trump a trick which is certainly against you, as your trumps will ultimately make, and you may perhaps discard advantageously. If you see your partner do this, he will probably want trumps led, and you must carefully avoid forcing him.]

Do not force your partner if weak in trumps yourself.*

[At least, not until you have ascertained it will do him no injury; for your weakness renders it probable he may be strong, when forcing may be the worst injury you could do.]

On the other hand, force a strong trump hand of the adversary whenever you can.

[Whenever you are not strong enough to lead trumps, you are weak enough to force your adversary.]

If, when you or your partner are leading trumps, one adversary renounces, you should not generally continue the suit.

[As you would be expending two for one drawn. Your proper game is then to try and make your and your partner's trumps separately.

It may, however, often be advisable, even under this disadvantage, totally to disarm the adversary, if you or your partner have cards or suits to bring in. In this case, the renouncing hand should be led *up to*, rather than *through*.]

Similarly, if your *partner* renounces trumps, it is generally advisable to go on.

[As you draw two trumps by expending one.]

If you are dealer, retain the turn-up card as long as you can.

[To inform your partner; if not, recollect it, and notice when it falls. When, however, the adversaries are drawing trumps, it may sometimes be advisable to part with it unnecessarily, in order to make them believe you have no more.]

GENERAL DIRECTIONS.

Sort your cards carefully, both according to suit and rank, and count the number of each suit.

[This will greatly assist the memory.]

If not leading, always play the *lowest* of a sequence.

[This is one of the modern conventional rules by which information is conveyed to your partner as to the contents of your hand, and if you have an observant and educated partner it must be carefully adhered to.]

* One of the best modern players defines "four trumps with one honor" as sufficient strength to warrant your forcing your partner.

Get rid of the commanding cards of your partner's long suit as soon as possible. Retain those of the adversaries' suits as long as you conveniently can.

Discard generally from short or weak suits, not from long or strong ones.

[For the cards of the former are of very little use, while those of the latter may be very valuable. Besides, your first discard is generally a very important source of information to your partner.

It is, however, sometimes worth while to break the rule for the sake of retaining a guard to an honor or second best card, particularly in your adversaries' suits.]

When you have the entire command of any suit it is a conventional signal for you to discard (when the opportunity arises) the *best card*, in order to inform your partner.

[Thus, having Ace, King, Queen, and Knave of a suit not led, you would discard the Ace; for it must be obvious that you would not do this unless you had others equally good behind.]

Discarding the *second best* generally intimates you have no more of that suit.

[You throw it away because it is not likely to make.]

Be careful in the management of your small cards.

[In order not to mislead your partner. Do not throw away carelessly a three or four if you hold a two.]

When your partner first renounces a suit, call his attention to the fact.

[As it may save a revoke.]

Keep constantly in mind the desirableness of affording information to your partner, of obtaining information as to his hand, and of playing the hands jointly.

[This being the essence of the modern game.]

Pay attention to the state of the *score*, which ought often to influence your play.

[Remember that the third trick saves the game when honors are equal; that the fifth saves it against two by honors, and the seventh against four by honors. Note also that the odd trick is twice as valuable as any other, as it makes a difference of two to the score. Notice further, when you are near winning the game, how many tricks are wanting for that purpose.*

In all these cases it may be expedient to modify the usual play for the sake of getting the tricks you want in preference to speculating for more; for when you particularly require one trick, it would be folly to risk it (by finessing, for example,) in order to have the chance of gaining two.]

* This of course relates to Short Whist.

Consider also the effect of the *lead.*

[It is often desirable to depart from the usual modes of play for the sake of gaining the lead, or of giving it to your partner.

And it is also sometimes worth while even to throw away a trick in order to give the lead to one of your adversaries; as, for example, to make them lead up to a tenace or guarded second.

These two latter rules afford the principal opportunities for *fine* play.]

Do not be discouraged when sound play fails of success, which must often occur.

INFERENCES.

A good player will draw INFERENCES, from what he sees, as to where certain cards do or do not lie, and generally as to the state of the various hands. Few players have any idea to what an extent this may be carried by attentive and thoughtful observation. There is not a single card played from which information of some kind may not be inferred: in fact, as a great player expresses it, "Whist is a language, and every card played is an intelligible sentence." The insight good players get into their fellow-players' hands appears to the unpracticed almost like second-sight. Great skill in this can, of course, only be attained by great practice and great attention, combined with some special talent; but every industrious and careful player may do much in the way of inference, and when he has mastered the principles of the game, he ought to give the subject his best study.

The following are some examples of the way in which inferences may be drawn from cards played:

LEAD.

PLAY.	INFERENCE.
(In the player's own first lead.)	N. B. *When there is an alternative, your own hand, or the fall of the other cards, will often determine it. No account is here taken of the signal for trumps, which will sometimes modify the inference to be drawn.*
Any plain suit.	Is the best in his hand; he holds four or more of it; and has not five trumps.
King.	Holds also either Queen or Ace.
Ace, followed by Queen.	Holds Knave also.
Ace, followed by a small one.	Had originally five or more
Queen (plain suits).	Holds also Knave and Ten, but not Ace or King.
(In returning his Partner's lead.)	
Does not lead out the master-card.	Does not hold it.

PLAY.	INFERENCE.
Any card, afterwards dropping a lower one.	Has no more.
Any card, afterwards dropping a higher one.	Has more.
(*Generally.*)	
Forces his partner.	Is strong in trumps.
Refrains from doing so.	Is weak in them.
SECOND PLAYER.	
King (to small one led).	Holds Ace also, or no more.
Queen (ditto).	Holds King also, or Ace and Ten, or no more.
Knave (ditto).	Holds also Queen and King, or Queen and Ace, or Queen and one other only, or no more.
Any smaller card.	Has none lower.
Trumps a doubtful trick.	Has not more than three trumps.
Does not trump it.	Has more than three.
THIRD PLAYER.	
Ace.	Holds neither King nor Queen.
FOURTH PLAYER.	
Cannot win the trick.	Has no card higher than the one against him.
Wins it with any card.	Has no card between this and the one against him.
SECOND, THIRD, OR FOURTH PLAYER.	
Any card.	Has not the one next below it.
Refuses to trump a trick certainly against him.	Probably is strong in trumps, and wants them led.
Any discard, generally.	Is weak in that suit.
Discards the best of any suit.	Has the next best and the full command.
Discards the second best.	Has no more.
Plays unnecessarily a higher card before a lower.	Signal for trumps.

When it is considered that several of these opportunities for inference will occur in every trick, it will cease to be a matter of wonder what a clear insight skilled and observant players will, after a few tricks, obtain into each other's hands.

And lastly, a good player must apply the results of his observation, memory, and inference with JUDGMENT in his play. This cannot be taught: it must depend entirely on the individual talent or good sense of the player, and the use he makes of his experience in the game. This will vary immensely in different individuals, and the scope for individual judgment in play is one of the finest features of the game.

It sometimes happens that a person who has qualified himself to be called a good player is further specially gifted by nature with the power to make master-strokes of genius and skill, which will then constitute him a *fine* player, the highest grade to which it is possible to attain.

The student must, however, be careful not to aim at this too early; remembering always that before becoming a *fine* player he must learn to be a *sound* one, and that the only way to do this is to be sought in a perfect systematic knowledge of the principles of the game.

RHYMING RULES.

BEING SHORT MEMORANDA OF THE MODERN SCIENTIFIC GAME OF WHIST.

If you the modern game of Whist would know,
From this great principle its precepts flow:
Treat your own hand as to your partner's joined,
And play, not one alone, but *both combined.*

Your first lead makes your partner understand
What is the chief component of your hand;
And hence there is necessity the strongest
That *your first lead be from your suit that's longest.*

In this, with *Ace* and *King,* lead *King,* then *Ace;*
With *King* and *Queen, King* also has first place;
With *Ace, Queen, Knave,* lead *Ace* and then the *Queen;*
With *Ace, four small ones, Ace* should first be seen;
With *Queen, Knave, Ten,* you let the *Queen* precede;
In other cases you the *lowest* lead.

Ere you return your friend's, your *own* suit play;
But *trumps you must return without delay.*

When you return your partner's lead, take pains
To lead him back the *best* your hand contains,
If you received *not more than three* at first;
If you had more, you may return the worst.

But if you hold the *master card,* you're bound
In most cases to play it *second round.*

Whene'er you want a lead, 'tis seldom wrong
To lead *up to the weak,* or *through the strong.*

If second hand, your *lowest* should be played,
Unless you mean "trump signal" to be made;
Or if you've *King and Queen,* or *Ace and King,*
Then one of these will be the proper thing.

Mind well the rules for *trumps*—you'll often need them;
WHEN YOU HOLD FIVE, 'TIS ALWAYS RIGHT TO LEAD THEM;
Or if the lead won't come in time to you,
Then signal to your partner so to do.

Watch also for your partner's trump request,
To which, *with less than four,* play out your *best.*

To lead through honors turned up is bad play,
Unless you want the trump suit cleared away.

When, second hand, a doubtful trick you see,
Don't trump it if you hold *more trumps than three;*
But having three or less, trump fearlessly.

When weak in trumps yourself, don't force your friend;
But always force the *adverse* strong trump hand.

For sequences, stern custom has decreed
The *lowest* you must play, if you don't lead.

When you *discard, weak* suit you ought to choose,
For strong ones are too valuable to lose.

CLAY'S RULES FOR PLAYING WHIST.

The following rules and maxims for playing Whist are quoted from "*A Treatise on the Game,*" by James Clay, Esq., M. P., and do not differ materially from those taught by Mr. Pole.

Count your cards before playing to the first trick.

Carefully study your hand when you take it up, and consider the score of the game, as it is useless to scheme for two or three tricks, if you only require one, or to make the odd trick only at the score of one, or three, if your adversaries probably hold honors which will make them the game. Having done this, keep your eyes constantly on the table, never looking at your hand except when it is your turn to play. No one can become even a moderately good whist-player whose attention is not constantly given to the table.

Be sure to remember the trump card, however low its value.

When your partner renounces a suit, never fail to ask him whether

he is sure he has none of it. If he revokes, and you have neglected this precaution, the fault is as much yours as it is his.

If you have omitted to notice how the cards fell to a trick, ask that they be placed.

Endeavor to remember as many of the cards played as you can. They will, in time, all dwell on your memory, but you must begin by at least knowing all the chief cards which have been played, and by whom, in each suit. It is, however, still more important, and will greatly aid your memory, to observe with whom the strength in each suit probably lies; at this knowledge you may generally arrive thus—in all the first leads of the different suits, but especially in those of your partner, compare the card led with those of the suit which you hold, and those which are played to the first round, in order to ascertain whether the leader has led from a strong, or from a weak suit. To make this calculation you must remember—

1st. That strong suits, with the exception of a King, Knave, Ten suit, are led either from their highest or lowest card, and not from a middle card. From the highest card, unless the Ace, only when the suit is headed by two or more cards of equal value.

Secondly. That, with a suit of two or three weak cards, it is right to lead the highest.

Bear this in your mind—your partner leads, say, the Six, you have the Seven, Eight, Ten, and Queen. If this is his strong suit, and if consequently the Six is the lowest of four cards, his other three cards must be the Nine, Knave, with King or Ace—you finesse your Ten, for if your partner is strong, your Ten, he holding the Knave, is as good as your Queen. If he is weak, you are right to protect your suit as well as you can, and finesse against the Knave. If your Ten is taken by the Knave, all doubt is at an end; your partner has led from a weak suit. He has not the Knave, therefore the six cannot be the lowest of four cards, and it is, almost to a certainty, the highest of two or three small cards. I say "almost to a certainty," because it is possible that he may have led from Six, Nine, with King or Ace. But I am speaking of an original lead, and such a suit would be so bad a lead, that you would very rarely find it from a good player. In illustration of the meaning of my advice to compare the first card led in a suit, with the cards which you held in it, and the first round played, I have taken a tolerably obvious case, but the habit of this comparison will speedily enable you to distinguish, four times out of five, the weak from the strong lead.

Short of some unfailing indication, such as the foregoing, take it for

granted, if your partner is a good player, that his first lead is from his strongest suit.

If your partner refuses to trump a certain winning card, lead him a trump as soon as you get the lead, and, if necessary, run some risk to get it. If, however, you are yourself strong in trumps, bear in mind that he may not improbably have no trump at all, in which case you must make the best of your own hand. If he has refused to trump from strength, you ought to have the game between you.

Do not force your partner unless you hold four trumps, one of them being an honor, unless to secure a double ruff, which you have the means of making as obvious to him as it is to yourself.

Or to make sure of the tricks required to save or win the game.

Or unless he has already been forced, and has not led a trump.

Or unless he has asked to be forced by leading from a single card, or two weak cards.

Or unless the adversary has led, or asked for trumps.

This last exception is the slightest of the justifications for forcing your partner, when you are weak in trumps, but it is in most cases a sufficient apology.

It follows from the above that there can be but few whist offences more heinous than forcing your partner, when he has led a trump, and you are yourself not very strong in them. To justify your force, when he has led a trump from strength, you should be able to answer for winning the game, unless this should be the only way in which you can give him the lead.

Do not give away a certain trick by refusing to ruff, or otherwise, unless you see a fair chance of making two tricks at least by your forbearance.

Lead through strong suits, and up to the weak suits, the latter being generally the better thing to do.

Let the first card you throw away be from your weakest suit. Your partner will take this as if you said to him, "Do not lead this suit unless you have great strength in it yourself. The observance of this is so important that in the great majority of hands, especially when you hold a very strong suit, you should prefer to unguard a King, or a Queen, rather than deceive your partner as to the suit you wish him to lead.

It is less dangerous generally to unguard a King than a Queen. Unless the Ace of the suit is led out, or lies with your left hand adversary —and even in this case, if he leads a small card of the suit—you will make your King without his guard. If, from fear of unguarding your

King, you have deceived your partner as to your strong suit, he will of course lead the suit from which you have not thrown away, and, in this case, if the Ace is to your left, your King falls, and the guard, which you unwisely kept, is of no service. In like manner remember that the card first thrown away by your partner is from his weakest suit, and do not lead it, unless it is an advantageous lead for your own hand, even in the event of his having no one strong card in it. He has told you that you must expect nothing from him in this suit, and, should you find him with some little strength in it, you may be pretty sure that he is stronger still in the other suits.

This indication should be a most valuable guide to you in the play of the rest of the hand.

Never play false cards. The habit, to which there are many temptations, of trying to deceive your adversaries as to the state of your hand, deceives your partner as well, and destroys his confidence in you. A golden maxim for Whist is, that it is of more importance to inform your partner, than to deceive your adversary. The best Whist-player is he who plays the game in the simplest and most intelligible way.

Keep the commanding card or the second best guarded of your adversary's suit, as long as it is safe to do so; but be careful of keeping the commanding card single of your partner's, lest you should be obliged to stop his suit.

With four trumps do not trump an uncertain card, *i.e.*, one which your partner may be able to win. With less than four trumps, and no honor, trump an uncertain card.

With a weak hand, seek every opportunity of forcing your adversary. It is a common and fatal mistake to abandon your strong suit, because you see that your adversary will trump it. Above all, if he refuses to trump, make him, if you can, and remember that when you are not strong enough to lead a trump, you are weak enough to force your adversary.

Be careful, however, of leading a card of a suit of which neither adversary has one. The weaker will trump, and the stronger will take the opportunity of throwing away a losing card, if he has one.

Let your first lead be from your strongest suit.

The strongest leads are from suits headed with Ace, King, or King and Queen, or from sequences.

In leading from two cards of equal value—say King and Queen, or from a sequence—lead the highest; but, when not the leader, take, or try to take, the trick with the lowest.

If, however, you have five cards in a suit, with a tierce or a quart to

a King, it is well to lead the lowest of the sequence, in order to get the Ace out of your partner's hand, if he has it, and thus retain yourself the full command of the suit. It is wrong, though frequently done, to lead the Knave from a tierce to a King, unless you have at least five cards of the suit, as, if either of your adversaries holds the Ten and three small cards, he will be left with the Ten, the best of the suit after three rounds, if your partner, having the Ace, has played it on your Knave.

Return your partner's lead when you have not good suits of your own.

When you return your partner's lead, if you held originally four or more cards in his suit, return to him the lowest of those left to you. If you held originally but three of his suit, return to him the highest. Thus with Ace, Ten, Three, and Deuce, you should take with the Ace, and return the Deuce. With Ace, Ten, and Deuce only, you take with the Ace, and return to him the Ten.*

The foregoing is, of all similar rules, to my mind the most important for the observance of whist-players. It proceeds on the theory that, if you have four cards of a suit you are strong enough in it to husband your own strength; whereas, if you have but three, you will do best to throw such strength as you have into your partner's hand. But careful attention to this rule has a much more important significance. It assists your partner to count your hand. You take the first trick in the suit which he leads—say, with the Ace—and you return the Ten. He is sure that you hold either no more, or only one more of the suit, and when to the third round you play a low card, he knows that you have no more. You would not have returned the Ten, if you had held originally four cards in the suit. Again, if you return to him—say, the Deuce—and to the third round play a higher card, he knows that you have still a card left in his suit, because, if you had originally held only three cards in his suit, you would have returned to him the higher of the two left in your hand, and not the Deuce. The importance of the knowledge, which you have enabled him to acquire, is scarcely to be over-rated. In trumps, for instance, when he holds one, with only one other left against him, he will very frequently know, as surely as if he looked into your hand, whether that other trump is held by you, or by an adversary. It fol-

* This rule does not apply to the case in which, after the first round of your partner's suit, you still hold its commanding card, which, when you return his lead, you are bound to play out, or he must needs believe it to be with his left-hand adversary, and will finesse accordingly.

lows from the above that you should not fail to remark the card in your own lead, which your partner returns to you, and whether that which he plays to the third round is higher or lower than that which he returned.

THE LEAD.

In leading from two cards, lead the higher. A lead from a Queen or Knave and one small card is not objectionable, if you have a miserably weak hand, or one in which all the other suits are manifestly disadvantageous; your Queen or Knave may be valuable to your partner. But the lead from King and one small card can hardly ever be forced on you, and is only justifiable when your partner has indicated, by the cards he has thrown away, that this is his strong suit; or when, to save or win the game, it is clear that he must be strong in the suit. The Ace and one small card can also scarcely ever be an advantageous lead, unless under similar circumstances.

In leading from three cards, lead the highest. Avoid, however, leading from the King or the Queen with two small cards of the suit. The cases are very rare when either of these leads can be forced on you. With nothing else to do, and without any indication from your partner, you will be right to lead the lowest card; but when he has shown you that this is his strongest suit, you will generally be right in leading the highest. Avoid, also, leading from King, Queen, and one small card. If this suit is led elsewhere, you will generally make both your King and your Queen, unless the Ace is to your left, and sometimes even then. Whereas, if you lead the suit, and the Ace is against you, you can only make one trick.

A lead from Queen, Knave, and one small card, or Knave, Ten, and one small card, is not bad when you have no better suit.

The lead from Ace and two small cards is rarely advisable. The Ace is better kept to bring in your strong suit. If forced on you, the lead is from the lowest card.

From King, Queen, with two or more small cards of the suit, not being trumps, lead the King. In trumps, lead the lowest card.

From Queen, Knave, and two or more small cards, or from Knave, Ten, and two or more small cards, lead the lowest.

Hoyle advises that, when with Queen, Knave, and others, you hold the Nine; or, with Knave, Ten, and others, the Eight; or with Ten, Nine, and others, the Seven, &c., you should lead your highest, in order to finesse your Nine, or your Eight, &c., as the case may be, on the return of your lead; and this was the old system. It is now, however,

generally abandoned as disadvantageous at short whist, and I doubt its being generally right at the long game.

If, however, the game is in such a position as to oblige you to win every trick in the suit, your best chance will be, having the suits I have described, to lead the highest card.

With an honor, and three or more small cards, lead the lowest.

With four, five, or more small cards, lead the lowest, unless they are headed by a sequence.

With any number of cards in a suit, not being trumps, headed by Ace and King, lead your King, and, unless you see cause to change your lead, continue with the Ace. If you are obliged to change your lead, your partner will thus know that, in all probability, you hold the Ace. Had you played the Ace, he would have had no knowledge of the position of the King.

In like manner, with tierce major or quart major of a suit, lead your King, and follow with the Queen, thus always keeping your partner in the knowledge of the position of the Ace. With an Ace, King suit however, if you are strong in trumps, and if the other suits are exhausted, or if you have no chance of making tricks in them, you will not unfrequently be right in leading a small card, the more so if your right hand adversary has thrown from the suit.

With Ace and three small cards, lead the lowest.

With Ace and four small cards, lead the Ace, and follow with the lowest.

The lead from King, Knave, Ten, and others is exceptional. It is the only case of leading a middle card, and the practice is to lead the Ten. With so strong a suit you cannot afford to give a trick to anything less than the Ace or Queen, and the Ten is chosen, instead of the Knave, as the card to lead, in order to distinguish this from the lead from a Knave Ten suit.

With Ace, King, and others in trumps, lead the lowest card, unless you have seven cards of the suit. This will be almost always right when you have not scored, and generally, as the first lead of the hand, at any score. Later in the hand many circumstances may make it right to secure two rounds of trumps.

The lead from a single card is very generally condemned as an original lead; and as a habit, it is very bad, though not unfrequent. The player who generally leads from a single card, if he happens to have one, is always suspected, and speedily found out. His partner never knows what he is to expect from him, and probably, being strong in trumps, draws the trumps, returns what he has reason to believe to be

his partner' strong suit, and finds him with none of it, or it may be, suspecting the usual singleton, he dares not play a trump when he otherwis would have done so. This habit is destructive of all confidence, frequently helps to establish your adversary's strong suit, and is likely to mislead and sacrifice your partner.

SECOND HAND.

Playing high cards, when second to play, unless your suit is headed by two or more high cards of equal value, or unless to cover a high card, is to be carefully avoided.

With two or three cards of the suit played, cover a high card. Play a King, or a Queen, on a Knave, or Ten, &c.

With four cards, or more, of the suit played, do not cover, unless the second best of your suit is also a valuable card. Thus, with a King or Queen, and three or more small cards, do not cover a high card; but if, along with your King or Queen, you hold the Ten, or even the Nine, cover a Queen or a Knave.

With King and another, not being trumps, do not play your King, unless to cover a high card.

With King and another, being trumps, play your King.

With Queen and another, whether trumps or not, play your small card, unless to cover.

With Knave and one small card, or with Ten and one small card, or with Nine and one small card, play the small card, unless to cover.

With two cards of less value than the foregoing, play the smaller.

With King, Queen, and one or more small cards, play the Queen, the suit not being trumps.

In trumps, if along with your King and Queen you hold two or more small cards, you may frequently venture to pass the trick, and give to your partner a chance of making it, when you have reason to believe that your adversary has led from strength. If his partner, however, has asked for trumps, or if the card led indicates weakness in the leader, play your Queen.

With Queen, Knave, and one small card, play the Knave.

With Queen, Knave, and two or more small cards, play the lowest.

With Knave, Ten, and one small card, play the Ten.

With Knave, Ten, and two or more small cards, play the lowest.

With Ten, Nine, and one small card, play the Nine.

With Ten, Nine, and two or more small cards, play the lowest.

With other cards of lower value than the foregoing play the lowest.

With Ace, Queen, and others, play the lowest, when you have reason

to believe that your adversary has led from his strong suit; but if it is obvious that he has led the best card of a weak suit, put on your Ace, and, if you wish to establish that suit, at once continue it with your smallest card. Thus, if the card led is the Knave, you are sure that it is the best card which the leader holds in that suit, and if you do not play your Ace, you may lose it by its being trumped.

If the card led is the Ten, there is cause for consideration. The Ten may be a singleton, or the highest of two or three small cards, in which case you should play your Ace. But it may also be the recognized card to lead from a King, Knave, Ten suit, in which case of course the Queen is the card to play. A Nine, or even an Eight, if you do not yourself hold the Nine, may expose you to somewhat equal difficulty, as the one may be a legitimate lead from King, Knave, Ten, Nine, and the other from King, Knave, Ten, Nine and Eight.

In this difficulty you must calculate as well as you can whether the card led is from a strong or a weak suit, and play accordingly your Ace, your Queen, or your lowest card. Nor will you ever be without some means of forming your calculation. If the leader is a good player, and this his original lead, take it for granted that it is his strong suit, and play your Queen. A good player almost always originally leads his strongest suit. If the leader's partner has thrown from this suit, thereby indicating that it is his weakest, believe it to be the leader's strong suit. He will not have led it, after his partner's indication, unless he is very strong in it, and you may feel pretty sure that his Ten is led from King, Knave, Ten, and others. But if this is a forced lead, and the leader has previously led another suit, and that not one of commanding strength, you may be almost certain that his new lead is a weak suit, and that he has led his best card in it. If not, and he had held a King, Knave, Ten suit, he would have led it in preference to that which he did lead. Again, if this lead occurs late in the play of the hand, it is probable that you know so many cards which must be in the leader's hand, as to be sure that there is no room left in it for this to be a strong suit. By such considerations as these you must be guided. They will sometimes lead you wrong, more frequently they will be almost unfailing indications, but, however this may be, you must make the best of them, as it is impossible to frame a rule which shall be a sure guide, what card to play, second hand, on a Ten, or a Nine, when you yourself hold Ace, Queen, and others.

With Ace, Queen, Ten, alone or with others, play the Queen. If you lose her to the King, you still have the tenace over the original leader.

With Ace, Queen, Knave, or with Ace, Queen, Knave, Ten, &c., play the lowest of the equal cards.

With Ace, King, Knave, play the King. The second round in the suit will tell you whether the lead was from strength or weakness, and you will finesse your Knave, or not, accordingly.

With Ace, King, and others, not being trumps, play the King. In trumps, unless the leader has led from weakness, you may safely play your lowest card, and give to your partner the chance of making the trick. Nor does a card, led from weakness, bar you from doing this, if other considerations make it advisable. Say that a Nine is led, it is almost certain that this is the leader's best trump; if his partner holds both Queen and Knave, you probably lose nothing by having passed the Nine. It may be finessed, and your partner may make his Ten. But if he holds an honor, he will, in all probability, make it, if even it is his only card in the suit.

With Ace, Knave, Ten, and others, not being trumps, play your lowest card; your Ten would be played uselessly, for there is at least one honor behind you, either with the third player, who must play it, or with your partner; for if the leader had held King and Queen, he would have played the King. In trumps, however, it is frequently right to play the Ten, as in this suit it is not improbable that both the other honors are with the leader.

Play an Ace on a Knave.

It is generally right to play an Ace on a Queen. If, however, the leader's partner has given you cause to believe that this is his weak suit, either by throwing it away or otherwise; or if your partner, by throwing away from other suits, has given you reason to hope that here he may have some strength, you may with advantage pass the Queen, and give to your partner the chance of holding the King. It is to be presumed that the leader has led from his strong suit, probably from a tierce to a Queen, with another card. By passing the Queen, if your partner has the King, you still hold the Ace behind your adversary's strong suit, which is better than that your partner should hold the King to its right hand. For, when the lead is returned, the original leader must play one of the two remaining cards of his tierce, in order to draw your Ace, whereas, had you played your Ace on the Queen in the first round of the suit, on its return your partner must play his King, leaving the original leader with both the Knave and the Ten, if he originally held four cards in the suit.

With Ace, Ten, and another, you may safely pass the Queen; the best which the leader can have is Queen, Knave and a small card, and this is most probably his strength in the suit. If you pass the Queen, and your partner has the King, the leader makes no trick in his suit, as

you are behind him with Ace, Ten. Your only risk is, that the Queen may be a singleton, or that the leader's partner may hold the King single, nor is this risk great.

In the second round of a suit, if you hold the winning card, or third best card of such suit, you must be guided in your play by the indications which the first round will have given you. It will be generally right to take the trick, if you hold the winning card, but you may not unfrequently pass the trick, if you feel pretty sure that your partner holds the second or third best card.

Thus, you hold Ace and two small cards in a suit, your right hand adversary leads a small card, you play your lowest, the third player plays the Knave, and your partner takes the trick with the Queen. It is pretty clear that your left hand adversary does not hold the Ten or King; had he held either, he would not have played the Knave. If this suit is led again with a small card, but one which is higher than his first, by the same leader, and you are thus again second hand, you may again with safety play a small card. The leader does not hold King and Ten, for as these have become equal cards, he would have led one of them. It is, therefore, clear that your partner holds either the Ten or the King, and that, whichever he holds, he can win the trick.

Again, if you hold in the second round the third best card of the suit, you will be sometimes right to play it, if you have reason to believe that your partner holds the winning card, which you may thus preserve to him.

If your suit is a long one, say even four cards, you must bear in mind the danger that your partner's winning card may be single, and that he may be forced to take the trick which is already yours. There is also the further risk that, believing you to have no more of the suit, he may miscalculate your strength, and that of the other players, in the remaining suits. The foregoing is, therefore, an experiment which I cannot recommend to young players.

THIRD HAND.

The third hand is, as a general rule, expected to play his best card to the suit which his partner has led, and which, in the case of an original lead, is, or, in the vast majority of hands, ought to be, his partner's strongest suit. By playing your best card, therefore, to your partner's lead, if you do not take the trick, you at least assist him to establish his strong suit.

With Ace, Queen alone, or with others of the suit, it is advisable to finesse your Queen, for you cannot lose by this mode of play unless in

the improbable event of the King being single behind you. If it is to your right, or held by your partner, your Queen is as good as your Ace.

If you have reason to believe that your partner's lead is from a weak suit, you may make any other finesse, and protect your own suit, if it is worth protecting, as well as you can. Thus, with a Nine led in a suit of which you hold King, Knave, and others, you may finesse your Knave, or pass the Nine, if not covered by the second player, as the state of the game and of your hand may dictate.

Or with Knave, Nine and others of a suit, you may finesse your Nine or pass an Eight, if led and not covered. There are a great number of similar cases, with which practice will make you familiar.

There are several considerations which will lead you to judge whether your partner's lead is from a strong or a weak suit. The card he leads, when compared with those of the suit which you hold, may show you that it cannot be the lowest of four, or even of three cards, or that, if it is, the card, against which you would finesse, is in his hand.

Or he may have led before, and you have found that his lead was from a suit of but little strength. In this case, as his first lead ought to have been from his strongest suit, it is fair to presume that his second is yet weaker.

Or if one suit has been played out, or is plainly the adversary's suit, and you have thrown away a card from a second, it is very likely, when your partner leads a third suit, that he has done so, not because he is strong in it, but to avoid leading the suit which you have shown him to be your weakest.

It can hardly ever be right to play the Queen on your partner's Ten, when not covered with the Knave by the second player. Unless he has led from Ten, Knave, King, in which case your Queen can do no good, the Ten is almost to a certainty his best card in the suit, and you are right to finesse against the Knave.

In trumps, especially when very strong in them, you may finesse more deeply than in the other suits. You may occasionally finesse against two cards; thus with Ace, Knave, Ten, if there is no indication of a strong necessity for securing two rounds, you may play your Ten. If your partner holds no honor, you secure two tricks in the suit, unless the two other honors lie behind you. If he does hold an honor, the finesse is generally as good in your hand as in his.

With an honor turned up to your right, you should finesse your Ten, holding Ace, Knave, and Ten, and almost always your Knave, holding Ace and Knave alone, or with a small card or cards.

The finesse of Knave, from King, Knave, is rarely right, unless your hand is such that you can almost answer for winning the game, if your partner has led from strength, or unless it is obvious that he has led from weakness.

In the second round of a suit you often know that the best card remaining in it is behind you. Thus, holding King and others, you have led a small card, and your partner has won the trick with the Queen. He returns to you a small card; you know the Ace to be behind you; your partner has it not, or he would have played it; your right-hand adversary has it not, or he would not have allowed the Queen to make the trick. In this case, if, along with your King you hold the Ten, you must play it, and finesse against the Knave. If the fourth player holds both the Ace and the Knave, it cannot be helped. He will make both tricks, but you have taken the only chance for your King.

The foregoing is equally good in any other combination of the cards, when, on the second round, you find yourself with the second and fourth best of the suit, and a certainty or strong probability that the best lies behind you. Thus, your partner, on your lead, wins the trick with the Ace, and returns to you a small card. You hold the Queen and Ten; you are right to finesse your Ten, for if the second player had held the King he would have played it most probably, the suit not being trumps, and, in trumps, at least as often as not.

As third player, you must bear in mind that "to finesse" means to retain in your hand the best card of the suit, playing a lower one not in sequence with such best card, on the chance that the intermediate card is in the hand of the second player; in the case of a finesse against two cards, such as the finesse of the Knave, holding Ace, Knave, on the chance that the intermediate cards, one or both of them, are with the second player. There is therefore no finesse against a hand which has none of the suit, or which plainly does not hold the intermediate card or cards, against which you would finesse. This caution equally applies to the second player, who, though not so frequently as the third, has many opportunities of using a finesse to advantage.

FOURTH HAND.

Of the fourth player there is little to be said here except that it is his business to take the trick if he can, unless it is already his partner's, and, if he cannot do so, to throw away his lowest card.

In this position you should especially bear in mind that it is wrong to give away a trick without a very strong probability, almost a certainty, of making two tricks by your forbearance. Many players, if

they hold the Ace, Knave, and others, of a suit of which the adversary leads the King, invariably forbear to take the trick, in the expectation that the leader will continue the suit in which they then hold the perfect tenace. It is a bad and dangerous practice, which I cannot reccommend to you, except you have some special reason for it. Your partner, believing the Ace to be against him, will trump the next round, if he can. The leader's partner may have but one of the suit, which, if it is continued, he will trump, and your Ace will probably never make a trick. You give up, for one round at least, the great advantage of getting the lead. The leader, either from suspecting your tactics, or because he has another strong suit to show his partner, changes his lead, and when the suit is next led, it is probably by your right hand adversary, who leads through your tenace, instead of to it. In the meantime you may have upset the general scheme of your partner's game by leading him to believe that the whole of this suit is against him. And what have you gained by your ingenuity? If you play in the simple way, and take the King with the Ace, you will equally remain with the Knave the best card of the suit in its third round, if the second round is led by the original leader, or if it is returned to him by his partner, unless he has the opportunity, and avails himself of it, of finessing a Ten. The chance of your partner playing this suit up to its original leader is so small as not to be worth consideration. He will not do so if he has anything else to do, but, such as the chance is, it tells against this practice, which is rarely advisable unless you are very strong in trumps. In this case not only is it allowable to run risks which should be otherwise avoided, but also your forbearance may tempt the adversary to lead trumps. This is more especially the case if one strong suit has been previously declared against you. Your adversary, who then believes that he and his partner hold at least the tierce major in a second suit, will not unfrequently be induced to lead a trump.

The foregoing caution is applicable also to the second player, who, however, under the circumstances described, may pass a King with somewhat less risk than is incurred by the fourth player, for, if the suit is continued, he takes the second trick in it with his Knave, and undeceives his partner at once.

There are occasionally cases in which it becomes plain that the fourth hand must not take the trick. I will put the most obvious, reminding you that the case is the same with every similar combination of the cards.

As fourth player you have three cards left in your hand, the King,

the Ten, and a small card, of a suit of which the leader has led the Queen, and you know him also to hold the Knave and the Nine. These are the only cards left of the suit, which we will suppose to be trumps, or, which comes to the same thing, that the trumps have all been played. It is clear that, if you take the Queen with your King, you only make one trick with your three cards, as the Knave and Nine will lie behind your Ten and small card. It is equally clear that, if you refuse to win the Queen, and play your small card, you will make two tricks out of the three, as the Knave and Nine must then be led up to your King and Ten.

There are also some cases in which the fourth player should take a trick which already belongs to his partner. Here again I will put a very obvious combination, leaving it to practice to show you others of a similar character.

You have the Ace and a small card of a suit, and two or three losing cards, which you know that your partner cannot win. He, as second player, has taken the trick in the suit of which you hold the Ace and a small one, and you know that he can have nothing but that suit to play. If you do not take that trick from him, you will be forced to take the next trick with your Ace, and have nothing left for it but to play your losing cards, and to submit to the loss of the remaining tricks. But, if you take his trick with your Ace, and return to him the small card, you give him the opportunity of a finesse, when you will probably make two, or, it may be, all the tricks in the suit. If he can only make one, you have lost nothing by taking this chance.

INTERMEDIATE SEQUENCES.

An intermediate sequence is one which is neither at the head, nor at the bottom of a suit. Thus a suit of Ace, Queen, Knave, Ten, and a small card, contains an intermediate sequence. The way to play this suit, as also one containing a tierce to a Knave, has been shown before, but some ingenious players have endeavored to create a system for playing suits containing small intermediate sequences, such as a tierce to a Ten, to a Nine, or to an Eight, &c.

Take some such suit as this—King, Nine, Eight, Seven, and Four. They say that it is not right, in such cases as this, to play the lowest of the suit, but the lowest of the sequence, lest the first trick should be made against them by a very small card. They commence then with the Seven. On the second round, unless called on to take, or attempt to take the trick, they throw the Four.

I cannot give my adhesion to this doctrine. My partner leads the

Seven, and I or the adversary take the first trick, and continue the suit, when my partner throws the Four. I can only believe that he has led the best card of a weak suit. I perhaps refrain, in consequence, from leading trumps, which I might otherwise have done, and I miscalculate his hand in many ways. The third round, to which they must of necessity play a higher card than that first led, will, they say, undeceive me. But, in the meantime, all the mischief may have been done. I may have led the third round in the hope of forcing my partner, and I have forced the adversary instead; or I may have changed the whole scheme of my game.

But they say, perhaps, that to the second round of the suit they would play the Eight, and not the Four, and this appears to me to be less objectionable. In this way they at least do not deceive me as to their having led from a strong suit. Yet still they have concealed from me one card, the Four, which I shall believe to be in an adversary's hand, and which, not having been played by either adversary, may readily lead me to the conclusion that one of them has asked for a trump. The least evil is that I miscount the hand which I cannot believe to contain the Four.

These disadvantages, tending as they do to mystify the game, appear to me to more than counterbalance the small advantage of making sure that the first trick is not given away to a very small card. The intermediate sequence, however, of Ten, Nine and Eight, is of sufficient importance to justify this system of play in critical positions, but scarcely as a general rule.

The foregoing rules will be found easily intelligible, and not too great a tax on the memory, if the learner will be at the trouble of placing before him the cards named in the different cases given to him. Without this precaution, the enumeration of a variety of cards confuses the mind, and presents no picture to the eye.

DUMMY WHIST

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards: should he[1] revoke and the error not be discovered until the

[1] *i. e.*, Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

trick is turned and quitted, it stands good, and the hand proceeds as though the revoke had not been discovered.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards—or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ,* a suit may be called from the hand which ought to have led.

Mr. Clay gives a method of playing Dummy, which he considers vastly superior to the old-fashioned game. He describes it thus:

"Single games are played and not rubbers, and each player plays one in his turn. Honors are not counted, but each trick counts for one, and the winning of the game for four. Thus, if twelve tricks out of the thirteen are made, the value of the game is fifteen points, viz., eleven for tricks and four for the game. And if all thirteen tricks are made, which is commonly called the *grand slam,* the winner receives seventeen points from each adversary, viz., thirteen for the tricks and four for the game points. But this hand does not count towards the game in which it has occurred, and that game proceeds as if no grand slam had been made.

"When Dummy Whist is played in this way, no hands are thrown up, as every trick is of value, and a nice calculation frequently occurs whether it may not be right to jeopardize even the winning of the game, in order to take the chance of making a very large score."

This is a game from which whist-players may learn much that had previously escaped their attention.

DOUBLE DUMMY

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special Law:—There is no misdeal, as the deal is a disadvantage.

Mr. Clay gives the following remarkable hand at Double Dummy:

The most celebrated player in Vienna had to play the hands Nos. 1 and 3. As soon as the cards were exposed, he exclaimed, "Why, I shall make all thirteen tricks!" This appeared impossible to the bystanders, for, although his hands were, between them, of commanding strength, still his adversary's hands, between them, held every suit guarded, except the trump. Large bets were made against the accom-

plishment of the feat, which was, however, performed; and it became evident that, if hands 1 and 3 are rightly played, hands 2 and 4 are utterly helpless, and in spite of three guarded suits, must lose all thirteen tricks. I give the four hands below."

GREAT VIENNA COUP AT DOUBLE DUMMY.

HEARTS.

No 1.—4.
No. 2.—10, 9, 2, 5, 6.
No. 3.—Ace, King, Queen, Jack, 3.
No. 4.—7, 8.

CLUBS.

No. 1.—Ace, King, Queen, 3.
No. 2.—2, 4, 5.
No. 3.—6, 7, 8.
No. 4.—Jack, 10, 9.

DIAMONDS.

No. 1.—Ace, Queen, 2, 4, 5, 6.
No. 2.—Jack, 10, 3.
No. 3.—7, 8.
No. 4.—King, 9.

SPADES.

No. 1.—Ace, Queen.
No. 2.—King, 4.
No. 3.—Jack, 10, 3.
No. 4.—9, 8, 7, 6, 5, 2.

Clubs are trumps. No. 1 leads, and makes all thirteen tricks.

SOLUTION OF THE GREAT VIENNA COUP.

This game is won by No. 1 and his dummy partner, by forcing No. 2 to discard, and thereby to lose the command that he seems to possess in Diamonds and Spades, the only two suits that can cause any trouble and is effected as follows:

No. 1 commences by leading his three highest trumps in succession, thus exhausting the trumps in all hands except his own; he then leads his last trump, to which the others must discard.

If No. 2 discards a Heart or a Diamond, No. 1 must lead, for the 5th trick, his Ace of Spades; and, for the 6th trick, his small Heart, which is taken by No. 3 with the Ace. No. 3 now leads his King, Queen, and Knave of Hearts in succession, No. 1 being careful to discard his Queen of Spades in one of these rounds of Hearts.

The lead by No. 3 for the 11th round is a critical one, and must depend on the discard of No. 2 in the 10th round. If No. 2 discarded a Spade, No. 3 must lead a Spade. If No. 2 discarded a Diamond, No. 3 must lead a Diamond; and the rest of the game is simple.

But if, at the 4th trick, No. 2 discards a Spade, No. 1 must lead, for the 5th round, the Ace of Spades; and, for the 6th, his Queen of Spades;

then, for the 7th, his small Heart, which throws the lead into No. 3's hand, who follows with his King, Queen, and Knave of Hearts; and for the 11th round, his Spade, which compels No. 2 to discard one of his Diamonds, and thus destroys the command he held in that suit. The rest of the game is plain.

THE BOSTON DOUBLE DUMMY PROBLEM.

This Problem is an exceedingly ingenious one; and, like the famous "Vienna Coup," depends for its success on forcing the opposing hands to discard and thus destroying the force of their apparently commanding cards.

The hands are pre-arranged as follows:

HEARTS.	CLUBS.
No. 1.—Ace, King, 10, 9.	No. 1.—5, 6.
No. 2.—Queen, Jack.	No. 2.—King, 10, 9, 8.
No. 3.—2, 3, 4.	No. 3.—Ace, Queen, Jack, 3, 2.
No. 4.—5, 6, 7, 8.	No. 4.—4, 7.

DIAMONDS.	SPADES.
No. 1.—Ace, King, Jack, 3, 2.	No. 1.—Ace, 6.
No. 2.—Queen, 7.	No. 2.—King, 10, 9, 8, 7.
No. 3.—4.	No. 3.—2, 3, 4, 5.
No. 4.—5, 6, 8, 9, 10.	No. 4.—Queen, Jack.

Hearts are trumps. No. 1 to lead; and, with his partner, No. 3, to win all the tricks.

The solution of this apparent impossibility is as follows:

No. 1 leads club; No. 3 takes it with the Jack.

No. 3 leads diamond; No. 1 takes it with the Ace.

No. 1 leads small diamond; No. 3 takes it with a trump.

No. 3 leads trump; No. 1 takes it with the Ace.

No. 1 leads King of trumps, which secures the trick.

No. 1 leads King of Diamonds. If No. 2 should now discard a club, No. 3 would then take the necessary tricks with clubs. No. 2, therefore, discards a spade, and No. 3 plays a spade.

No. 1 leads Jack of Diamonds; No. 2 discards a spade (for the same reason as before); No. 3 plays spade.

No. 1 leads trump; No. 2 must discard spade; No. 3 plays a spade.

No. 1 again leads trump; No. 2 must discard a spade; No. 3 plays a small club (keeping spade to give lead to No. 1).

No. 1 leads club; No. 3 takes it with his Queen.

No. 3 leads Ace of clubs. If No. 4 discards a diamond, No. 1 will then play a small spade, and make with his diamond; No. 4, therefore, discards a spade, and No. 1 plays a diamond.

No. 3 leads spade; No. 1 takes it with the Ace.

No. 1 secures the remaining trick with his small spade.

ANOTHER SOLUTION OF THE "BOSTON PROBLEM."

An equally ingenious solution of the "Boston Problem" has been suggested, and secures success in the following manner:

No. 1 leads King of diamonds; Nos. 2, 3 and 4 follow suit with their lowest cards.

No. 1 leads Two of diamonds; No. 2 plays his Queen; No. 3 trumps it with Two of hearts; No. 4 plays Six of diamonds.

No. 3 leads Three of trumps; No. 4 plays Five of trumps; No. 1, King; and No. 2, Jack.

No. 1 leads Five of clubs; No. 2 follows suit with the Eight; No. 3 takes it with Jack; No. 4 follows suit.

No. 3 leads Four of trumps; No. 4 follows suit; No. 1 takes it with the Ace; No. 4 plays his Queen.

Up to this point each player has followed suit, except the trump played to the second trick.

No. 1 now leads successively the Ten of trumps, Nine of trumps, Ace of diamonds and Jack of diamonds. These cards take all the four tricks. To each of these four leads No. 4 follows suit, and No. 2 must discard from his clubs and spades. The play now depends on the cards discarded by No. 2.

First.—If No. 2 discards four spades, he retains the King of spades, and the King, Ten and Nine of clubs; and No. 3 discards three spades and the Two of clubs, retaining the Ace, Queen, and Three of clubs, and the Five of spades. No. 4 retains the Queen and Jack of spades, the Seven of clubs, and the Ten of diamonds.

No. 1 next leads the Six of clubs; No. 2, the Nine; No. 3, the Queen; No. 4, the Seven.

No. 3 leads Ace of clubs;

Now, if No. 4 discards the Ten of diamonds, No. 1 plays Six of spades; No. 2, Ten of clubs. Then, No. 3 leads Five of spades; and No. 1 makes the two tricks with his Ace of spades and Three of diamonds.

But if, to No. 3's lead of Ace of clubs, No. 4 discards his Jack of spades, then No. 1 plays the Three of diamonds. No. 3 next leads Five of spades, and No. 1 takes the remaining trick with his Ace and Six of spades.

Second.—If, to the sixth, seventh, eighth and ninth tricks, No. 2 discards one or more clubs, then No. 1 must lead the tenth trick with Ace of spades, to which all follow suit.

No. 1 then leads Six of clubs; and No. 3 wins the remaining tricks with his Queen, Ace and Three of clubs.

STILL ANOTHER SOLUTION.

No. 1 leads Ace of hearts; No. 2 plays Jack of hearts; No. 3, Two of hearts; and No. 4, Five of hearts.

No. 1 leads King of hearts; No. 2 plays Queen of hearts; No. 3, Three of hearts; and No. 4, Six of hearts.

No. 1 leads Ace of diamonds; No. 2 plays Seven of diamonds; No. 3, Four of diamonds; and No. 4, Five of diamonds.

No. 1 leads King of diamonds; No. 2 plays Queen of diamonds; No. 3, Two of spades; and No. 4, Six of diamonds.

No. 1 leads Jack of diamonds; No. 2 plays Seven of spades; No. 3, Three of spades; and No. 4, Eight of diamonds.

No. 1 leads Three of diamonds; No. 2 plays Eight of spades; No. 3, Four of hearts; and No. 4, Nine of diamonds.

No. 3 leads Four of spades; No. 4 plays Jack of spades; No. 1, Ace of spades; and No. 2, Nine of spades.

No. 1 leads Ten of hearts; No. 2 plays Eight of clubs; No. 3, Five of spades; and No. 4, Seven of hearts.

No. 1 leads Nine of hearts; No. 2 plays Nine of clubs; No. 3, Two of clubs; and No. 4, Eight of hearts.

No. 1 leads Five of clubs; No. 2 plays Ten of clubs; No. 3, Queen of clubs; and No. 4, Four of clubs.

No. 3 leads Ace of clubs; No. 4 plays Seven of clubs; No. 1, Six of clubs; and No. 2, King of clubs.

No. 3 leads Jack of clubs; No. 4 plays Ten of diamonds; No. 1, Two of diamonds; and No. 2, Ten of spades.

No. 3 leads Three of clubs; No. 4 plays Queen of spades; No. 1, Six of spades; and No. 2, King of spades.

In the tenth round when No. 1 leads the Five of clubs, No. 2 must either play the King or the Ten, either of which can be captured by No. 3, who, by then leading his highest club, necessarily wins the game.

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